

**What is claimed is:**

1. A first gaming machine for transmitting/receiving data to/from a server, comprising:

5 specification value setting means for setting at least one specification value as a control condition for game control;

transmitting means for transmitting data of a game result to the server;

gaming machine determining means for determining a second gaming machine;

10 total result data receiving means for receiving from the server data of a total game result achieved by the first gaming machine and the second gaming machine based on the data of the game result transmitted by the transmitting means;

specification value determining means for determining the specification  
15 value based on the data of the total game result received by the total result data receiving means; and

specification value renewing means for renewing the specification value set by the specification value setting means to the specification value determined by the specification value determining means.

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2. The first gaming machine according to claim 1, wherein the gaming machine determining means determines a plurality of gaming machines including the second gaming machine.

25 3. The first gaming machine according to claim 2, wherein the total result

data receiving means receives from the server the data of the total game result and wherein the total game result is achieved by the plurality of gaming machines including the first and the second gaming machines.

- 5     4.     A first gaming machine for transmitting/receiving data to/from a second gaming machine, comprising:

specification value setting means for setting at least one specification value as a control condition for game control;

10     gaming machine determining means for determining the second gaming machine;

receiving means for receiving from the second gaming machine data of a game result achieved by the second gaming machine;

15     game result totalizing means for totalizing a game result achieved by the first gaming machine and the game result achieved by the second gaming machine based on the data of the game result of the second gaming machine received by the receiving means so as to calculate a total result;

specification value determining means for determining the specification value based on the total result calculated by the game result totalizing means; and

20     specification value renewing means for renewing the specification value set by the specification value setting means to the specification value determined by the specification value determining means.

5.     The first gaming machine according to claim 4, wherein the gaming  
25     machine determining means determines a plurality of gaming machines

including the second gaming machine and wherein the first gaming machine transmits and receives data to and from the plurality of gaming machines.

6. The first gaming machine according to claim 5, wherein the receiving  
5 means receives data of game results achieved by the plurality of gaming machines including the second gaming machine and wherein the game result totalizing means totalizes a game result achieved by the first gaming machine and the game results achieved by the plurality of gaming machines including the second gaming machines based on the data of the game results of the  
10 plurality of gaming machines received by the receiving means so as to calculate the total result.

7. The first gaming machine according to claim 1, further comprising gaming machine selecting means for selecting the second gaming machine  
15 based on an operation by a game player, wherein the gaming machine determining means determines the second gaming machine based on a selection result by the gaming machine selecting means.

8. A server for transmitting/receiving data to/from a first gaming machine  
20 and a second gaming machine, comprising:

specification value setting means for setting at least one specification value as a control condition for game control with the first gaming machine;

game result data receiving means for receiving data of a game result transmitted from the first gaming machine and data of a game result  
25 transmitted from the second gaming machine;

game result totalizing means for totalizing the game result of the first gaming machine and the game result of the second gaming machine on the basis of the data of the game result transmitted from the first gaming machine and the data of the game result transmitted from the second gaming machine  
5 so as to calculate a total result wherein the data of the game results are received by the game result data receiving means;

specification value determining means for determining the specification value based on the total result calculated by the game result totalizing means;  
and

10 determined specification value transmitting means for transmitting the specification value determined by the specification value determining means to the first gaming machine and the second gaming machine.

9. The server according to claim 8, wherein the server transmits and  
15 receives data to and from a plurality of gaming machines including the first and the second gaming machines.

10. The server according to claim 9, wherein the game result data receiving means receives data of game results transmitted from the plurality of  
20 gaming machines including the first and the second gaming machines.

11. A program for directing a computer of a first gaming machine for transmitting/receiving data to/from a server to perform:

setting at least one specification value as a control condition for game  
25 control with the first gaming machine;

transmitting data of a game result to the server;

determining a second gaming machine;

receiving from the server data of a total result totalizing the game result  
achieved by the first gaming machine and a game result achieved by the  
5 second gaming machine;

determining the specification value based on the data of the total  
result; and

renewing the set specification value to the determined specification  
value.

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12. The program according to claim 11, wherein the computer of the first  
gaming machine performs determining at least one gaming machine other than  
the second gaming machine.

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13. The program according to claim 12, wherein the computer of the first  
gaming machine performs receiving from the server data of the total result  
totalizing a game result achieved by the at least one gaming machine other  
than the second gaming as well as the game results achieved by the first and  
the second gaming machines.

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14. The first gaming machine according to claim 1, wherein the  
specification value comprises a big-hit shift probability, a payout, a payout rate,  
or a combination thereof.

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15. A method of renewing at least one specification value a first gaming

machine for transmitting/receiving data to/from a server, comprising:

setting a first specification value as a control condition for game control  
with the first gaming machine;

determining a second gaming machine;

5 performing a game;

transmitting data of a game result to the server;

receiving from the server data of a total result totalizing the game result  
achieved by the first gaming machine and a game result achieved by the  
second gaming machine;

10 determining a second specification value based on the data of the total  
result; and

renewing the specification value from the first specification value to the  
second specification value.

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